

Zone of Truth

March 6, 2023



You create a magical zone that guards against deception in a 15-foot radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

Word of Recall

March 6, 2023



You and up to five willing creatures within 5 feet of you instantly teleport to a previously designated sanctuary. You and any creatures that teleport with you appear in the nearest unoccupied space to the spot you designated when you prepared your sanctuary (see below). If you cast this spell without first preparing a sanctuary, the spell has no effect.

You must designate a sanctuary by casting this spell within a location, such as a temple, dedicated to or strongly linked to your deity. If you attempt to cast the spell in this manner in an area that isn't dedicated to your deity, the spell has no effect.

Wish

March 6, 2023



The basic use of this spell is to duplicate any other spell of 8th level or lower. You don't need to meet any requirements in that spell, including costly components. The spell simply takes effect.

Alternatively, you can create one of the following effects of your choice:

- You create one object of up to 25,000 gp in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space you can see on

the ground.

- You allow up to twenty creatures that you can see to regain all hit points, and you end all effects on them described in the [greater restoration](#) spell.
- You grant up to ten creatures that you can see resistance to a damage type you choose.
- You grant up to ten creatures you can see immunity to a single spell or other magical effect for 8 hours. For instance, you could make yourself and all your companions immune to a lich's life drain attack.
- You undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a [wish](#) spell could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll.

You might be able to achieve something beyond the scope of the above examples. State your wish to the GM as precisely as possible. The GM has great latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. This spell might simply fail, the effect you desire might only be partly achieved, or you might suffer some unforeseen consequence as a result of how you worded the wish. For example, wishing that a villain were dead might propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game. Similarly, wishing for a legendary magic item or artifact might instantly transport you to the presence of the item's current owner.

The stress of casting this spell to produce any effect other than duplicating another spell weakens you. After enduring that stress, each time you cast a spell until you finish a long rest,

you take 1d10 necrotic damage per level of that spell. This damage can't be reduced or prevented in any way. In addition, your Strength drops to 3, if it isn't 3 or lower already, for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Finally, there is a 33 percent chance that you are unable to cast [wish](#) ever again if you suffer this stress.

Wind Wall

March 6, 2023



A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Strength saving throw. A creature takes 3d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched

at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

Spellcasting

March 6, 2023



Magic permeates fantasy gaming worlds and often appears in the form of a spell.

This chapter provides the rules for casting spells. Different character classes have distinctive ways of learning and preparing their spells, and monsters use spells in unique ways. Regardless of its source, a spell follows the rules here.

Basic Rules

March 6, 2023



- [Ability Checks](#)
- [Ability Scores](#)
- [Aboleth](#)
- [Acid Arrow](#)
- [Acid Splash](#)
- [Acolyte](#)
- [Actions in Combat](#)
- [Adamantine Armor](#)
- [Adult Black Dragon](#)
- [Adult Blue Dragon](#)
- [Adult Brass Dragon](#)
- [Adult Bronze Dragon](#)
- [Adult Copper Dragon](#)
- [Adult Gold Dragon](#)
- [Adult Green Dragon](#)
- [Adult Red Dragon](#)
- [Adult Silver Dragon](#)
- [Adult White Dragon](#)
- [Advantage and Disadvantage](#)
- [Adventuring Gear](#)
- [Aid](#)
- [Air Elemental](#)
- [Alarm](#)
- [Alignment](#)
- [Alter Self](#)
- [Ammunition, +1, +2, or +3](#)
- [Amulet of Health](#)

- [Amulet of Proof against Detection and Location](#)
- [Amulet of the Planes](#)
- [Ancestries](#)
- [Ancient Black Dragon](#)
- [Ancient Blue Dragon](#)
- [Ancient Brass Dragon](#)
- [Ancient Bronze Dragon](#)
- [Ancient Copper Dragon](#)
- [Ancient Gold Dragon](#)
- [Ancient Green Dragon](#)
- [Ancient Red Dragon](#)
- [Ancient Silver Dragon](#)
- [Ancient White Dragon](#)
- [Androsphinx](#)
- [Angels](#)
- [Animal Friendship](#)
- [Animal Messenger](#)
- [Animal Shapes](#)
- [Animate Dead](#)
- [Animate Objects](#)
- [Animated Armor](#)
- [Animated Objects](#)
- [Animated Shield](#)
- [Ankheg](#)
- [Antilife Shell](#)
- [Antimagic Field](#)
- [Antipathy/Sympathy](#)
- [Ape](#)
- [Apparatus of the Crab](#)
- [Arcane Eye](#)
- [Arcane Hand](#)
- [Arcane Lock](#)
- [Arcane Sword](#)
- [Arcanist's Magic Aura](#)

- [Archmage](#)
- [Armor](#)
- [Armor of Invulnerability](#)
- [Armor of Resistance](#)
- [Armor of Vulnerability](#)
- [Armor, +1, +2, or +3](#)
- [Arrow of Slaying](#)
- [Arrow-Catching Shield](#)
- [Assassin](#)
- [Astral Projection](#)
- [Augury](#)
- [Awaken](#)
- [Awakened Shrub](#)
- [Awakened Tree](#)
- [Axe Beak](#)
- [Azer](#)
- [Baboon](#)
- [Backgrounds](#)
- [Badger](#)
- [Bag of Beans](#)
- [Bag of Devouring](#)
- [Bag of Holding](#)
- [Bag of Tricks](#)
- [Balor](#)
- [Bandit](#)
- [Bandit Captain](#)
- [Bane](#)
- [Banishment](#)
- [Barbarian](#)
- [Barbed Devil](#)
- [Bard](#)
- [Barkskin](#)
- [Basic Rules](#)
- [Basilisk](#)

- [Bat](#)
- [Beacon of Hope](#)
- [Bead of Force](#)
- [Bearded Devil](#)
- [Behir](#)
- [Belt of Dwarvenkind](#)
- [Belt of Giant Strength](#)
- [Berserker](#)
- [Berserker Axe](#)
- [Bestow Curse](#)
- [Between Adventures](#)
- [Black Bear](#)
- [Black Dragon](#)
- [Black Dragon Wyrmling](#)
- [Black Pudding](#)
- [Black Tentacles](#)
- [Blade Barrier](#)
- [Bless](#)
- [Blight](#)
- [Blindness/Deafness](#)
- [Blink](#)
- [Blink Dog](#)
- [Blood Hawk](#)
- [Blue Dragon](#)
- [Blue Dragon Wyrmling](#)
- [Blur](#)
- [Boar](#)
- [Bone Devil](#)
- [Boots of Elvenkind](#)
- [Boots of Levitation](#)
- [Boots of Speed](#)
- [Boots of Striding and Springing](#)
- [Boots of the Winterlands](#)
- [Bowl of Commanding Water Elementals](#)

- [Bracers of Archery](#)
- [Bracers of Defense](#)
- [Branding Smite](#)
- [Brass Dragon](#)
- [Brass Dragon Wyrmling](#)
- [Brazier of Commanding Fire Elementals](#)
- [Bronze Dragon](#)
- [Bronze Dragon Wyrmling](#)
- [Brooch of Shielding](#)
- [Broom of Flying](#)
- [Brown Bear](#)
- [Bugbear](#)
- [Bulette](#)
- [Burning Hands](#)
- [Call Lightning](#)
- [Calm Emotions](#)
- [Camel](#)
- [Candle of Invocation](#)
- [Cape of the Mountebank](#)
- [Carpet of Flying](#)
- [Casting a Spell](#)
- [Cat](#)
- [Censer of Controlling Air Elementals](#)
- [Centaur](#)
- [Chain Devil](#)
- [Chain Lightning](#)
- [Champion](#)
- [Charisma](#)
- [Charm Person](#)
- [Chill Touch](#)
- [Chime of Opening](#)
- [Chimera](#)
- [Chuul](#)
- [Circle of Death](#)

- [Circle of the Land](#)
- [Circlet of Blasting](#)
- [Clay Golem](#)
- [Cleric](#)
- [Cloak of Arachnida](#)
- [Cloak of Displacement](#)
- [Cloak of Elvenkind](#)
- [Cloak of Protection](#)
- [Cloak of the Bat](#)
- [Cloak of the Manta Ray](#)
- [Cloaker](#)
- [Clone](#)
- [Cloud Giant](#)
- [Cloudkill](#)
- [Cockatrice](#)
- [Coins](#)
- [College of Lore](#)
- [Color Spray](#)
- [Command](#)
- [Commoner](#)
- [Commune](#)
- [Commune with Nature](#)
- [Comprehend Languages](#)
- [Compulsion](#)
- [Conditions](#)
- [Cone of Cold](#)
- [Confusion \(Spell\)](#)
- [Conjure Animals](#)
- [Conjure Celestial](#)
- [Conjure Elemental](#)
- [Conjure Fey](#)
- [Conjure Minor Elementals](#)
- [Conjure Woodland Beings](#)
- [Constitution](#)

- [Constrictor Snake](#)
- [Contact Other Plane](#)
- [Contagion](#)
- [Contingency](#)
- [Continual Flame](#)
- [Control Water](#)
- [Control Weather](#)
- [Copper Dragon](#)
- [Copper Dragon Wyrmling](#)
- [Couatl](#)
- [Counterspell](#)
- [Cover](#)
- [Crab](#)
- [Create Food and Water](#)
- [Create or Destroy Water](#)
- [Create Undead](#)
- [Creation](#)
- [Crocodile](#)
- [Crystal Ball](#)
- [Cube of Force](#)
- [Cubic Gate](#)
- [Cult Fanatic](#)
- [Cultist](#)
- [Cure Wounds](#)
- [Dagger of Venom](#)
- [Damage and Healing](#)
- [Dancing Lights](#)
- [Dancing Sword](#)
- [Darkmantle](#)
- [Darkness](#)
- [Darkvision](#)
- [Daylight](#)
- [Death Dog](#)
- [Death Ward](#)

- [Decanter of Endless Water](#)
- [Deck of Illusions](#)
- [Deck of Many Things](#)
- [Deer](#)
- [Defender](#)
- [Delayed Blast Fireball](#)
- [Demiplane](#)
- [Demon](#)
- [Demon Armor](#)
- [Detect Evil and Good](#)
- [Detect Magic](#)
- [Detect Poison and Disease](#)
- [Detect Thoughts](#)
- [Deva](#)
- [Devil](#)
- [Dexterity](#)
- [Dimension Door](#)
- [Dimensional Shackles](#)
- [Dinosaurs](#)
- [Dire Wolf](#)
- [Diseases](#)
- [Disguise Self](#)
- [Disintegrate](#)
- [Dispel Evil and Good](#)
- [Dispel Magic](#)
- [Divination](#)
- [Divine Favor](#)
- [Divine Word](#)
- [Djinni](#)
- [Dominate Beast](#)
- [Dominate Monster](#)
- [Dominate Person](#)
- [Doppelganger](#)
- [Draconic Bloodline](#)

- [Draft Horse](#)
- [Dragon Scale Mail](#)
- [Dragon Slayer](#)
- [Dragon Turtle](#)
- [Dragonborn](#)
- [Dragons](#)
- [Dream](#)
- [Dretch](#)
- [Drider](#)
- [Druid](#)
- [Druidcraft](#)
- [Dryad](#)
- [Duergar](#)
- [Dust Mephit](#)
- [Dust of Disappearance](#)
- [Dust of Dryness](#)
- [Dust of Sneezing and Choking](#)
- [Dwarf](#)
- [Dwarven Plate](#)
- [Dwarven Thrower](#)
- [Eagle](#)
- [Earth Elemental](#)
- [Earthquake](#)
- [Efficient Quiver](#)
- [Efreeti](#)
- [Efreeti Bottle](#)
- [Eldritch Blast](#)
- [Elemental Gem](#)
- [Elementals](#)
- [Elephant](#)
- [Elf](#)
- [Elf, Drow](#)
- [Elk](#)
- [Elven Chain](#)

- [Enhance Ability](#)
- [Enlarge/Reduce](#)
- [Entangle](#)
- [Enthrall](#)
- [Equipment packs](#)
- [Erinyes](#)
- [Etherealness](#)
- [Ettercap](#)
- [Ettin](#)
- [Eversmoking Bottle](#)
- [Expeditious Retreat](#)
- [Expenses](#)
- [Eyebite](#)
- [Eyes of Charming](#)
- [Eyes of Minute Seeing](#)
- [Eyes of the Eagle](#)
- [Fabricate](#)
- [Faerie Fire](#)
- [Faithful Hound](#)
- [False Life](#)
- [Fantasy-Historical Pantheons](#)
- [Fear](#)
- [Feather Fall](#)
- [Feather Token](#)
- [Feats](#)
- [Feeblemind](#)
- [Fiend](#)
- [Fighter](#)
- [Figurine of Wondrous Power](#)
- [Find Familiar](#)
- [Find Steed](#)
- [Find the Path](#)
- [Find Traps](#)
- [Finger of Death](#)

- [Fire Bolt](#)
- [Fire Elemental](#)
- [Fire Giant](#)
- [Fire Shield](#)
- [Fire Storm](#)
- [Fireball](#)
- [Flame Blade](#)
- [Flame Strike](#)
- [Flame Tongue](#)
- [Flaming Sphere](#)
- [Flesh Golem](#)
- [Flesh to Stone](#)
- [Floating Disk](#)
- [Fly](#)
- [Flying Snake](#)
- [Flying Sword](#)
- [Fog Cloud](#)
- [Folding Boat](#)
- [Forbiddance](#)
- [Forcecage](#)
- [Foresight](#)
- [Freedom of Movement](#)
- [Freezing Sphere](#)
- [Frog](#)
- [Frost Brand](#)
- [Frost Giant](#)
- [Fungi](#)
- [Gaseous Form](#)
- [Gate](#)
- [Gauntlets of Ogre Power](#)
- [Geas](#)
- [Gelatinous Cube](#)
- [Gem of Brightness](#)
- [Gem of Seeing](#)

- [Genies](#)
- [Gentle Repose](#)
- [Ghast](#)
- [Ghost](#)
- [Ghoul](#)
- [Giant Ape](#)
- [Giant Badger](#)
- [Giant Bat](#)
- [Giant Boar](#)
- [Giant Centipede](#)
- [Giant Constrictor Snake](#)
- [Giant Crab](#)
- [Giant Crocodile](#)
- [Giant Eagle](#)
- [Giant Elk](#)
- [Giant Fire Beetle](#)
- [Giant Frog](#)
- [Giant Goat](#)
- [Giant Hyena](#)
- [Giant Insect](#)
- [Giant Lizard](#)
- [Giant Octopus](#)
- [Giant Owl](#)
- [Giant Poisonous Snake](#)
- [Giant Rat](#)
- [Giant Scorpion](#)
- [Giant Sea Horse](#)
- [Giant Shark](#)
- [Giant Slayer](#)
- [Giant Spider](#)
- [Giant Toad](#)
- [Giant Vulture](#)
- [Giant Wasp](#)
- [Giant Weasel](#)

- [Giant Wolf Spider](#)
- [Giants](#)
- [Gibbering Mouter](#)
- [Glabrezu](#)
- [Gladiator](#)
- [Glamoured Studded Leather](#)
- [Glibness](#)
- [Globe of Invulnerability](#)
- [Gloves of Missile Snaring](#)
- [Gloves of Swimming and Climbing](#)
- [Glyph of Warding](#)
- [Gnoll](#)
- [Gnome](#)
- [Gnome, Deep \(Svirfneblin\)](#)
- [Goat](#)
- [Goblin](#)
- [Goggles of Night](#)
- [Gold Dragon](#)
- [Gold Dragon Wyrmling](#)
- [Golems](#)
- [Goodberry](#)
- [Gorgon](#)
- [Gray Ooze](#)
- [Grease](#)
- [Greater Invisibility](#)
- [Greater Restoration](#)
- [Green Dragon](#)
- [Green Dragon Wyrmling](#)
- [Green Hag](#)
- [Grick](#)
- [Griffon](#)
- [Grimlock](#)
- [Guard](#)
- [Guardian Naga](#)

- [Guardian of Faith](#)
- [Guards and Wards](#)
- [Guidance](#)
- [Guiding Bolt](#)
- [Gust of Wind](#)
- [Gynosphinx](#)
- [Hags](#)
- [Half-Elf](#)
- [Half-Orc](#)
- [Half-Red Dragon Veteran](#)
- [Halfling](#)
- [Hallow](#)
- [Hallucinatory Terrain](#)
- [Hammer of Thunderbolts](#)
- [Handy Haversack](#)
- [Harm](#)
- [Harpy](#)
- [Haste](#)
- [Hat of Disguise](#)
- [Hawk](#)
- [Headband of Intellect](#)
- [Heal](#)
- [Healing Word](#)
- [Heat Metal](#)
- [Hell Hound](#)
- [Hellish Rebuke](#)
- [Helm of Brilliance](#)
- [Helm of Comprehending Languages](#)
- [Helm of Telepathy](#)
- [Helm of Teleportation](#)
- [Heroes' Feast](#)
- [Heroism](#)
- [Hezrou](#)
- [Hideous Laughter](#)

- [High Elf](#)
- [Hill Dwarf](#)
- [Hill Giant](#)
- [Hippogriff](#)
- [Hobgoblin](#)
- [Hold Monster](#)
- [Hold Person](#)
- [Holy Aura](#)
- [Holy Avenger](#)
- [Homunculus](#)
- [Horn of Blasting](#)
- [Horn of Valhalla](#)
- [Horned Devil](#)
- [Horseshoes of a Zephyr](#)
- [Horseshoes of Speed](#)
- [Human](#)
- [Hunter](#)
- [Hunter Shark](#)
- [Hunter's Mark](#)
- [Hydra](#)
- [Hyena](#)
- [Hypnotic Pattern](#)
- [Ice Devil](#)
- [Ice Mephit](#)
- [Ice Storm](#)
- [Identify](#)
- [Illusory Script](#)
- [Immovable Rod](#)
- [Imp](#)
- [Imprisonment](#)
- [Incendiary Cloud](#)
- [Inflict Wounds](#)
- [Insect Plague](#)
- [Inspiration](#)

- [Instant Fortress](#)
- [Instant Summons](#)
- [Intelligence](#)
- [Invisibility](#)
- [Invisible Stalker](#)
- [Ioun Stone](#)
- [Iron Bands of Binding](#)
- [Iron Flask](#)
- [Iron Golem](#)
- [Irresistible Dance](#)
- [Jackal](#)
- [Javelin of Lightning](#)
- [Jump](#)
- [Killer Whale](#)
- [Knight](#)
- [Knock](#)
- [Kobold](#)
- [Kraken](#)
- [Lamia](#)
- [Languages](#)
- [Lantern of Revealing](#)
- [Legend Lore](#)
- [Legendary Creatures](#)
- [Lemure](#)
- [Lesser Restoration](#)
- [Leveling Up](#)
- [Levitate](#)
- [Lich](#)
- [Life Domain](#)
- [Light](#)
- [Lightfoot Halfling](#)
- [Lightning Bolt](#)
- [Lion](#)
- [Lizard](#)

- [Lizardfolk](#)
- [Locate Animals or Plants](#)
- [Locate Creature](#)
- [Locate Object](#)
- [Longstrider](#)
- [Luck Blade](#)
- [Lycanthropes](#)
- [Mace of Disruption](#)
- [Mace of Smiting](#)
- [Mace of Terror](#)
- [Mage](#)
- [Mage Armor](#)
- [Mage Hand](#)
- [Magic Circle](#)
- [Magic Items](#)
- [Magic Jar](#)
- [Magic Missile](#)
- [Magic Mouth](#)
- [Magic Weapon](#)
- [Magma Mephit](#)
- [Magmin](#)
- [Magnificent Mansion](#)
- [Major Image](#)
- [Making an Attack](#)
- [Mammoth](#)
- [Manticore](#)
- [Mantle of Spell Resistance](#)
- [Manual of Bodily Health](#)
- [Manual of Gainful Exercise](#)
- [Manual of Golems](#)
- [Manual of Quickness of Action](#)
- [Marilith](#)
- [Marvelous Pigments](#)
- [Mass Cure Wounds](#)

- [Mass Heal](#)
- [Mass Healing Word](#)
- [Mass Suggestion](#)
- [Mastiff](#)
- [Maze](#)
- [Medallion of Thoughts](#)
- [Medusa](#)
- [Meld into Stone](#)
- [Mending](#)
- [Mephits](#)
- [Merfolk](#)
- [Merrow](#)
- [Message](#)
- [Meteor Swarm](#)
- [Mimic](#)
- [Mind Blank](#)
- [Minor Illusion](#)
- [Minotaur](#)
- [Minotaur Skeleton](#)
- [Mirage Arcane](#)
- [Mirror Image](#)
- [Mirror of Life Trapping](#)
- [Mislead](#)
- [Misty Step](#)
- [Mithral Armor](#)
- [Modify Memory](#)
- [Monk](#)
- [Monsters](#)
- [Moonbeam](#)
- [Mounted Combat](#)
- [Mounts and Vehicles](#)
- [Move Earth](#)
- [Movement](#)
- [Movement and Position](#)

- [Mule](#)
- [Multiclassing](#)
- [Mummy](#)
- [Mummy Lord](#)
- [Nagas](#)
- [Nalfeshnee](#)
- [Necklace of Adaptation](#)
- [Necklace of Fireballs](#)
- [Necklace of Prayer Beads](#)
- [Night Hag](#)
- [Nightmare](#)
- [Nine Lives Stealer](#)
- [Noble](#)
- [Nondetection](#)
- [Nonplayer Characters](#)
- [Oath of Devotion](#)
- [Oathbow](#)
- [Objects](#)
- [Ochre Jelly](#)
- [Octopus](#)
- [Ogre](#)
- [Ogre Zombie](#)
- [Oil of Etherealness](#)
- [Oil of Sharpness](#)
- [Oil of Slipperiness](#)
- [Oni](#)
- [Oozes](#)
- [Orc](#)
- [Otyugh](#)
- [Owl](#)
- [Owlbear](#)
- [Paladin](#)
- [Panther](#)
- [Pass without Trace](#)

- [Passwall](#)
- [Path of the Berserker](#)
- [Pearl of Power](#)
- [Pegasus](#)
- [Periapt of Health](#)
- [Periapt of Proof against Poison](#)
- [Periapt of Wound Closure](#)
- [Phantasmal Killer](#)
- [Phantom Steed](#)
- [Phase Spider](#)
- [Philter of Love](#)
- [Pipes of Haunting](#)
- [Pipes of the Sewers](#)
- [Pit Fiend](#)
- [Planar Ally](#)
- [Planar Binding](#)
- [Plane Shift](#)
- [Planetar](#)
- [Plant Growth](#)
- [Plate Armor of Etherealness](#)
- [Plesiosaurus](#)
- [Poison Spray](#)
- [Poisonous Snake](#)
- [Poisons](#)
- [Polar Bear](#)
- [Polymorph](#)
- [Pony](#)
- [Portable Hole](#)
- [Potion of Animal Friendship](#)
- [Potion of Clairvoyance](#)
- [Potion of Climbing](#)
- [Potion of Diminution](#)
- [Potion of Flying](#)
- [Potion of Gaseous Form](#)

- [Potion of Giant Strength](#)
- [Potion of Growth](#)
- [Potion of Healing](#)
- [Potion of Heroism](#)
- [Potion of Invisibility](#)
- [Potion of Mind Reading](#)
- [Potion of Poison](#)
- [Potion of Resistance](#)
- [Potion of Speed](#)
- [Potion of Water Breathing](#)
- [Power Word Kill](#)
- [Power Word Stun](#)
- [Prayer of Healing](#)
- [Prestidigitation](#)
- [Priest](#)
- [Prismatic Spray](#)
- [Prismatic Wall](#)
- [Private Sanctum](#)
- [Produce Flame](#)
- [Proficiency Bonus](#)
- [Programmed Illusion](#)
- [Project Image](#)
- [Protection from Energy](#)
- [Protection from Evil and Good](#)
- [Protection from Poison](#)
- [Pseudodragon](#)
- [Purify Food and Drink](#)
- [Purple Worm](#)
- [Quasit](#)
- [Quipper](#)
- [Raise Dead](#)
- [Rakshasa](#)
- [Ranger](#)
- [Rat](#)

- [Raven](#)
- [Ray of Enfeeblement](#)
- [Ray of Frost](#)
- [Red Dragon](#)
- [Red Dragon Wyrmling](#)
- [Reef Shark](#)
- [Regenerate](#)
- [Reincarnate](#)
- [Remorhaz](#)
- [Remove Curse](#)
- [Resilient Sphere](#)
- [Resistance](#)
- [Resting](#)
- [Restorative Ointment](#)
- [Resurrection](#)
- [Reverse Gravity](#)
- [Revivify](#)
- [Rhinoceros](#)
- [Riding Horse](#)
- [Ring of Animal Influence](#)
- [Ring of Djinni Summoning](#)
- [Ring of Elemental Command](#)
- [Ring of Evasion](#)
- [Ring of Feather Falling](#)
- [Ring of Free Action](#)
- [Ring of Invisibility](#)
- [Ring of Jumping](#)
- [Ring of Mind Shielding](#)
- [Ring of Protection](#)
- [Ring of Regeneration](#)
- [Ring of Resistance](#)
- [Ring of Shooting Stars](#)
- [Ring of Spell Storing](#)
- [Ring of Spell Turning](#)

- [Ring of Swimming](#)
- [Ring of Telekinesis](#)
- [Ring of the Ram](#)
- [Ring of Three Wishes](#)
- [Ring of Warmth](#)
- [Ring of Water Walking](#)
- [Ring of X-ray Vision](#)
- [Robe of Eyes](#)
- [Robe of Scintillating Colors](#)
- [Robe of Stars](#)
- [Robe of the Archmagi](#)
- [Robe of Useful Items](#)
- [Roc](#)
- [Rod of Absorption](#)
- [Rod of Alertness](#)
- [Rod of Lordly Might](#)
- [Rod of Rulership](#)
- [Rod of Security](#)
- [Rogue](#)
- [Rope of Climbing](#)
- [Rope of Entanglement](#)
- [Rope Trick](#)
- [Roper](#)
- [Rug of Smothering](#)
- [Rust Monster](#)
- [Saber-Toothed Tiger](#)
- [Sacred Flame](#)
- [Sahuagin](#)
- [Salamander](#)
- [Sanctuary](#)
- [Satyr](#)
- [Saving Throws](#)
- [Scarab of Protection](#)
- [School of Evocation](#)

- [Scimitar of Speed](#)
- [Scorching Ray](#)
- [Scorpion](#)
- [Scout](#)
- [Scrying](#)
- [Sea Hag](#)
- [Sea Horse](#)
- [Secret Chest](#)
- [See Invisibility](#)
- [Seeming](#)
- [Sending](#)
- [Sentient Magic Items](#)
- [Sequester](#)
- [Shadow](#)
- [Shambling Mound](#)
- [Shapechange](#)
- [Shatter](#)
- [Shield](#)
- [Shield Guardian](#)
- [Shield of Faith](#)
- [Shield of Missile Attraction](#)
- [Shield, +1, +2, or +3](#)
- [Shillelagh](#)
- [Shocking Grasp](#)
- [Shrieker](#)
- [Silence](#)
- [Silent Image](#)
- [Silver Dragon](#)
- [Silver Dragon Wyrmling](#)
- [Simulacrum](#)
- [Skeleton](#)
- [Skeletons](#)
- [Sleep](#)
- [Sleet Storm](#)

- [Slippers of Spider Climbing](#)
- [Slow](#)
- [Solar](#)
- [Sorcerer](#)
- [Sovereign Glue](#)
- [Spare the Dying](#)
- [Speak with Animals](#)
- [Speak with Dead](#)
- [Speak with Plants](#)
- [Specter](#)
- [Spell Scroll](#)
- [Spellcasting](#)
- [Spellguard Shield](#)
- [Sphere of Annihilation](#)
- [Sphinxes](#)
- [Spider](#)
- [Spider Climb](#)
- [Spike Growth](#)
- [Spirit Guardians](#)
- [Spirit Naga](#)
- [Spiritual Weapon](#)
- [Sprite](#)
- [Spy](#)
- [Staff of Charming](#)
- [Staff of Fire](#)
- [Staff of Frost](#)
- [Staff of Healing](#)
- [Staff of Power](#)
- [Staff of Striking](#)
- [Staff of Swarming Insects](#)
- [Staff of the Magi](#)
- [Staff of the Python](#)
- [Staff of the Woodlands](#)
- [Staff of Thunder and Lightning](#)

- [Staff of Withering](#)
- [Steam Mephit](#)
- [Stinking Cloud](#)
- [Stirge](#)
- [Stone Giant](#)
- [Stone Golem](#)
- [Stone of Controlling Earth Elementals](#)
- [Stone of Good Luck \(Luckstone\)](#)

- [Stone Shape](#)
- [Stoneskin](#)
- [Storm Giant](#)
- [Storm of Vengeance](#)
- [Strength](#)
- [Succubus/Incubus](#)
- [Suggestion](#)
- [Sun Blade](#)
- [Sunbeam](#)
- [Sunburst](#)
- [Swarm of Bats](#)
- [Swarm of Centipedes](#)
- [Swarm of Insects](#)
- [Swarm of Poisonous Snakes](#)
- [Swarm of Quippers](#)
- [Swarm of Rats](#)
- [Swarm of Ravens](#)
- [Swarms](#)
- [Sword of Life Stealing](#)
- [Sword of Sharpness](#)
- [Sword of Wounding](#)
- [Symbol](#)
- [Talisman of Pure Good](#)
- [Talisman of the Sphere](#)
- [Talisman of Ultimate Evil](#)

- [Tarrasque](#)
- [Telekinesis](#)
- [Telepathic Bond](#)
- [Teleport](#)
- [Teleportation Circle](#)
- [Thaumaturgy](#)
- [The Environment](#)
- [The Order of Combat](#)
- [The Planes of Existence](#)
- [Thief](#)
- [Thug](#)
- [Thunderwave](#)
- [Tiefling](#)
- [Tiger](#)
- [Time](#)
- [Time Stop](#)
- [Tiny Hut](#)
- [Tome of Clear Thought](#)
- [Tome of Leadership and Influence](#)
- [Tome of Understanding](#)
- [Tongues](#)
- [Tools](#)
- [Trade Goods](#)
- [Transport via Plants](#)
- [Traps](#)
- [Treant](#)
- [Tree Stride](#)
- [Tribal Warrior](#)
- [Triceratops](#)
- [Trident of Fish Command](#)
- [Troll](#)
- [True Polymorph](#)
- [True Resurrection](#)
- [True Seeing](#)

- [True Strike](#)
- [Tyrannosaurus Rex](#)
- [Underwater Combat](#)
- [Unicorn](#)
- [Universal Solvent](#)
- [Unseen Servant](#)
- [Vampire](#)
- [Vampire Spawn](#)
- [Vampiric Touch](#)
- [Veteran](#)
- [Vicious Mockery](#)
- [Vicious Weapon](#)
- [Violet Fungus](#)
- [Vorpal Sword](#)
- [Vrock](#)
- [Vulture](#)
- [Wall of Fire](#)
- [Wall of Force](#)
- [Wall of Ice](#)
- [Wall of Stone](#)
- [Wall of Thorns](#)
- [Wand of Binding](#)
- [Wand of Enemy Detection](#)
- [Wand of Fear](#)
- [Wand of Fireballs](#)
- [Wand of Lightning Bolts](#)
- [Wand of Magic Detection](#)
- [Wand of Magic Missiles](#)
- [Wand of Paralysis](#)
- [Wand of Polymorph](#)
- [Wand of Secrets](#)
- [Wand of the War Mage, +1, +2, or +3](#)
- [Wand of Web](#)
- [Wand of Wonder](#)

- [Warding Bond](#)
- [Warhorse](#)
- [Warhorse Skeleton](#)
- [Warlock](#)
- [Water Breathing](#)
- [Water Elemental](#)
- [Water Walk](#)
- [Way of the Open Hand](#)
- [Weapon, +1, +2, or +3](#)
- [Weapons](#)
- [Weasel](#)
- [Web](#)
- [Weird](#)
- [Well of Many Worlds](#)
- [Werebear](#)
- [Wereboar](#)
- [Wererat](#)
- [Weretiger](#)
- [Werewolf](#)
- [What Is a Spell?](#)
- [White Dragon](#)
- [White Dragon Wyrmling](#)
- [Wight](#)
- [Will-o'-Wisp](#)
- [Wind Fan](#)
- [Wind Walk](#)
- [Wind Wall](#)
- [Winged Boots](#)
- [Wings of Flying](#)
- [Winter Wolf](#)
- [Wisdom](#)
- [Wish](#)
- [Wizard](#)
- [Wolf](#)

- [Word of Recall](#)
 - [Worg](#)
 - [Wraith](#)
 - [Wyvern](#)
 - [Xorn](#)
 - [Young Black Dragon](#)
 - [Young Blue Dragon](#)
 - [Young Brass Dragon](#)
 - [Young Bronze Dragon](#)
 - [Young Copper Dragon](#)
 - [Young Gold Dragon](#)
 - [Young Green Dragon](#)
 - [Young Red Dragon](#)
 - [Young Silver Dragon](#)
 - [Young White Dragon](#)
 - [Zombie](#)
 - [Zombies](#)
 - [Zone of Truth](#)
-

Wheelchair Cavalry Goblin

March 6, 2023



Small humanoid (goblinoid), any alignment

- **Armor Class** 15 (breastplate)
- **Hit Points** 18 (4d6 + 4)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	10 (+0)	8 (-1)	8 (-1)

- **Skills** Athletics +2, Perception +1, Stealth +5
- **Senses** darkvision 60 ft., passive Perception 11
- **Languages** Common, Goblin
- **Challenge** 2 (450 XP)

Wheelchair User. The goblin relies on a wheelchair for mobility, granting it advantage on saving throws against effects that would cause it to become prone and adds 50 percent to its dash movement. However, it has disadvantage on Dexterity (Acrobatics) checks. The wheelchair has AC 15 and 14 (4d6) hp. If the chair is destroyed, the goblin has a ten foot movement speed and uses its hand crossbow. Twenty percent of Wheelchair Cavalry Goblins are ambulatory wheelchair users and can walk at normal speed, but any round when they exert their legs (e.g., running, combat, jumping), they must succeed on a DC 16 Constitution saving throw or experience one level of exhaustion, cumulative each round of exertion.

Nimble Mobility. The goblin's wheelchair is uniquely designed for speed and maneuverability. It can move through difficult terrain without penalty, and due to the chair's supple frame, the goblin can use its Dexterity to jump, both to determine distance and associated Athletics checks.

Nimble Pivot. The goblin can take the Disengage action as a bonus action on each of its turns.

Actions

Hand Crossbow. Ranged Weapon Attack: +3 to hit, range 30/120 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Lance. Melee Weapon Attack: +2 to hit, reach 10 ft., one target. Hit: 6 (1d12) piercing damage.

Trip. If the goblin moves at least 20 ft. toward a target and then hits it with a Lance attack on the same turn, the target must succeed on a DC 11 Dexterity (Acrobatics) saving throw or be knocked prone and take an additional 2 (1d4) bludgeoning damage.

The Goblin Wheelchair Cavalry charges into battle with their lances held high, aiming to impale their enemies. As they strike, they twist the lance to hook onto their opponent's armor or flesh, before using their momentum to trip them and knock them off balance. They continue using their momentum to disengage from their target and fire their hand crossbow the next round as they escape.

The goblin's wheelchair appears to be a ramshackle contraption made from scavenged materials such as wood, metal scraps, and bits of fabric. The wheels are mismatched and slightly wobbly, but they spin smoothly, and the seat is padded with a patchwork cushion. The durable but springy frame is decorated with painted symbols and crude carvings, testifying to the goblin's pride in its ride.

The goblins of the horde live a dangerous life, and injuries and disease are common. Consequently, disabled members take on other roles in the community or adapt to their changed abilities. Warriors who lose their mobility train for an elite corps using specialized wheelchairs to become a mobile, hard-hitting cavalry unit, a feared and respected force on the battlefield, striking fear into the hearts of their enemies with their lightning-fast charges and deadly precision.

Glaciadon

March 6, 2023



Huge elemental, neutral

Armor Class

17 (natural armor)

Hit Points

84 (8d12 + 32)

Speed

30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	6 (-2)	10 (+0)	8 (-1)

Damage Vulnerabilities

fire

Damage Resistances

bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities

cold, poison

Condition Immunities

exhaustion, paralyzed, petrified, poisoned, unconscious

Senses

darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages

Aquan

Challenge

5 (1,800 XP)

Blizzard Barrier (1/Day). A 10 foot radius barrier of snowy wind swirls around the elemental for 1d4 rounds. All creatures within the radius must succeed on a DC 11 Constitution saving throw or take 9 (2d8) cold damage. A creature that succeeds on the saving throw takes half damage. The elemental can invoke this ability as a reaction on its next turn following the Freezing Storm.

Actions

Multiattack. The elemental makes two slam attacks.

Chilling Blast. Ranged Spell Attack: +3 to hit, range 60/180 ft., one target. Hit: 9 (2d8) cold damage. The elemental emits a concentrated blast of icy wind. On hit, the target must succeed on a DC 11 Constitution saving throw or be paralyzed until the end of the elemental's next turn.

Freezing Storm (Recharge 6). The elemental creates a storm of freezing winds in a 60 ft. radius centered on itself. Each creature in the area must succeed on a DC 11 Dexterity saving throw or take 18 (4d8) cold damage and be knocked prone. A creature that succeeds on the saving throw takes half damage and is not knocked prone.

Slam. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage + 9 (2d8) cold damage.

Description

The Glaciadon resembles a humanoid figure made entirely of ice, with shimmering blue-white crystal armor and a fierce expression. Its limbs and weapons are made of jagged icicles, giving it a deadly appearance. The Glaciadon is surprisingly agile and can fly swiftly through the air as icy winds propel it.

In combat, the Glaciadon attempts to fly out of range of attackers while invoking its Freezing Storm, using its Chilling Blast as long as it can stay out of range of attackers. If it believes an attacker can reach it, the Freezing Storm reduces to the Blizzard Barrier the following round. If it takes damage from a ranged attack or has an opponent within 10 feet, it will switch to slam attacks.

Lirien

March 6, 2023



Medium humanoid (half-elf), chaotic neutral, She/Her

Armor Class

14 (hide armor)

Hit Points

22 (4d8 + 4)

Speed

30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	12 (+1)	10 (+0)	14 (+2)

Skills

Acrobatics +5, Deception +4, Stealth +5

Senses

darkvision 60 ft., passive Perception 10

Languages

Common, Elvish, Thieves' Cant

Challenge

1 (200 XP)

Congenital Heart Defect. Lirien is easily tired and experiences Shortness of Breath. She has a -2 penalty on all saving throws against gas-based poison attacks and Constitution checks related to exertion. After three rounds of strenuous physical action such as melee combat, she must succeed on a DC 10 Constitution saving throw or take one level of exhaustion until she stops the activity and rests for 2d10 minutes. Each round she continues, she needs to succeed on an additional saving throw, and the DC increases by 1 each round. Because she's used to assessing her physical capacity and finding creative solutions to perform physical tasks, once per long rest, she can choose to roll a Strength, Dexterity, or Constitution check with advantage.

Sneak Attack (1/Turn). The rogue deals an extra 7 (2d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally

of the rogue that isn't incapacitated and the rogue doesn't have disadvantage on the attack roll.

Actions

Rapier. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

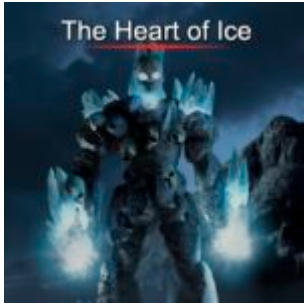
Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Description

Lirien is a charismatic half-elf rogue with a passion for adventure and a quick wit. Despite her congenital heart defect, she never lets it slow her down and is always up for a challenge. Growing up in a small village, Lirien always felt stifled and yearned for something more. When she learned of the Glaciadon's theft of the heartstone, she saw it as an opportunity to prove her bravery and do something good for her community. She's a bit of a risk-taker and isn't afraid to bend the rules to get what she wants, but her heart is always in the right place. She's known for saying, "Life's too short to play it safe," before taking the next risk.

The Heart of Ice Full Version #RockYourScar #CHD

March 6, 2023



Here's the [Heart of Ice](#) Full Version:

[Adventure PDF](#) or [Adventure Plain Text](#)

[Heart of Ice Maps](#)